NES-BB-USA

BEST OF THE BEST

CHAMPIONSHIP Karate™

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FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

INSTRUCTION BOOKLET

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Thank you for purchasing Electro Brain Corp.'s original round 'em and pound 'em, sock 'em and rock 'em international kickboxing extravaganza, "Best of the Best Championship Karate" Game Pak for your Nintendo Entertainment System. Before you step into the ring and assume your fighting position, we recommend you read the following instructions carefully. We fear that if you don't follow our advice you'll be beaten to a pulp and knocked senseless, which would not be very pleasant.

PRECAUTIONS

1) **Do not touch the game pak's terminal connectors. Keep them free of dust and moisture.**

2) **Store your game pak at room temperature. Avoid extremely hot or cold temperatures.**

3) **Do not clean with paint thinner, benzene, alcohol, or other such solvents.**

4) **Avoid subjecting your game pak to shock. Never attempt to open or dismantle it.**

WARNING:

DO NOT USE WITH FRONT OR REAR PROJECTION TV. Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Electro Brain Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

ADVISORY — READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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I. INTRODUCTION

Concentration of Spirit . . .

"One must climb the mountain in order to determine the height of Heaven . . . One must search himself that he might find the way to reach it."

Grand Master Kang Suh Chong
10th Dan

Welcome to the international sport of kickboxing. Called the fighting sport, kickboxing involves an incredibly skillful mastery of lethal movements and strikes directed from both the foot and the fist. Keep in mind that kickboxing is a quite recently developed, and still to be perfected, fighting sport. Its primary characteristic is the high efficiency of the Landed punches, kicks and other blows. It is important to always remember the knock out is, more times than not, the final, and possibly fatal, decisive issue of the fight. At an extremely young age your interests were drawn to the mystical, and almost magically mysterious, martial arts of the far away orient. You began to train at the age of six. You ate, slept and drank the sport. Each and every day you honed your skills and worked to perfect every move. Your goal was to become the Best of the Best in the sport and to one day be able to call yourself a master. That was twenty years ago and your training is taking you to world competition and recognition.

You are the newest addition to the kickboxing world circuit. Your training has

taken literally years and you have been instructed by the very best senseis the international sport of kickboxing has ever had to offer. Your training is, however, far from complete. You are still just the student and there is still many a master. You still desire to become the Best of the Best. You want it so very badly you can almost taste it. Currently you are ranked as the 16th best kickboxer in the world and you are far from achieving your goal. Everything you have learned over the course of the last twenty years is on the line . . . jump into the ring, take charge and keep training in between matches.

As your skills sharpen, you will be asked to participate in the ultimate confrontation, "The Kumate." This is a full contact, no holds barred match requiring much thought and extensive training . . . think carefully before entering. Much can be gained in a Kumate victory and much can be lost! You will know inside yourself when it is best to enter and to drop out. Gain your victories in stages, for the spirit must lead the body.

This game represents the essence of the art. You will meet many tough fighters just as obsessed with being the best as you are. They can't wait to see what you have to offer in the ring.

Never forget the essence of the Martial Spirit, "Dedication, obedience, honor, faith and perseverance in battle." Welcome to the opportunity to be the Best of the Best! Press the Start-button to start!

II. STARTING THE GAME AND THE MENU SCREEN

Insert your "Best of the Best Championship Karate" pak into your Nintendo Entertainment System. Make sure the power is on. If you are ready to slide into the ring and face the first challenge, press the Start-button at this time.

The screen before you now is the menu screen, which will enable you to become oriented with the many options of the game. To move from "option" to "option" on the menu screen simply move the Directional control pad in the direction of the "option" you wish to enter and then press the Start-, A- or B-buttons. You will now enter the selected "option." (All of these "options" will be outlined below.) The "options" you are able to enter are:

II. STARTING THE GAME AND THE MENU SCREEN

- Reset
- Pad-vs-NES
- Grading
- Select Hits
- Load
- Save
- Physical Type
- Name
- Preview
- Next
- Training
- Match

"Option" #1 "Reset":

This option allows the player to reset the game from the very beginning and pursue a new quest for honor and glory.

"Option" #2 "Pad-vs-NES":

This "option" allows you to define the configuration of the commands available to you during the game. With the control pad, move the "option" to the "Pad-vs-

II. STARTING THE GAME AND THE MENU SCREEN

NES" block and press the Start-, A- or B-buttons to cycle through the choices. Several commands exist:

"Pad-vs-NES": Selecting this command means that you choose the left kickboxer on the screen as yourself and you play against the NES controlled kickboxer on the right.

"NES-vs-Pad": This is the same as above, except that you are the player on the right.

"Pad-vs-Pad": Selects the two player mode. In a two player game, player one is always the boxer on the left and player two is on the right.

"Option" #3 "Grading":

The purpose of the "Grading option" is to display the high scores of the various players, expressed in dollars, and the prizes they won. There are two ways of rating boxers: One in dollars, reflecting the strength level of a boxer, his resistance to attack and his reflexes. The second way of rating boxers is according to the trophies owned by the individual boxer. (If you have one or several trophies you automatically appear in the trophy classification.)

The first of the three"Grading" screens shows the current ranking of the top eight kickboxers in the world circuit. The dollar amount to the right of each name re-

II. STARTING THE GAME AND THE MENU SCREEN

flects the attributes of each boxer. All kickboxers, including yourself, are measured in competition by the amount of cool cash they are worth. The more matches you win, the more money you'll be worth! Press the Start-, A- or B-buttons at this time to view the sixteen trophies available to a successful challenger and who possess what.

The screen before you now displays the lower eight prizes and who currently possesses them . . .

Press the control pad in any direction to view the top eight contender trophies and more importantly, who's got 'em! (Press any button to return to the menu screen.)

"Option" # 4 "Select Hits" (both you and your opponent):

There are over 32 different hits and you are able to select eight of these. This unique limitation to eight blows allows an immediate access to the technique you wish, which means more rapidity in striking and higher precision in your performance.

II. STARTING THE GAME AND THE MENU SCREEN

The buttons on the control pad reflect the following . . . to select the hits:

The sets are numbered from 1 to 8. In selection, use the right and left arrows of your control pad to get from the first to the eighth set. To visualize your selection, position your arrow on "see" and press the A- or B- buttons to validate your move. By moving the up and down arrows, the boxer will move and demonstrate your choice. Press the Select-button to quit the "see" mode and to return to the menu. If you are satisfied with your selection, press "quit". If you do not wish to validate your selection, press the "cancel option".

"Option" #5 "Load":

If you are resuming play and you wish to enter your password, get on the ball and enter the "Load option." Press the control pad up or down to change the letter or number position to the next and put in your exact code. (In a two player mode, the boxer selection is done as in "Save.") To enter your password correctly the screen will read "OK." If you have failed to enter the correct code, the screen will read "NOT LOADED." At this time press the control pad in any direction to escape.

II. STARTING THE GAME AND THE MENU SCREEN

"Option" 6 "Save":

This "option" will give you your current password. Enter this "option" and write down your code exactly. This is great when you are going to stop playing. When you wish to resume playing, move the arrow cursor to "Load" and follow the directions stated above in the "Option" #5 "Load" description.

NOTE: The "Save" and "Load" options save as well the last position you had in your Kumate fight. Therefore, you will not have to fight the first Kumate opponent if you have already beaten him, and so on and so forth.

"Option" #7 "Physical Type":

To enter this "option" it is necessary to not only depress the B-button, but to hold it down as well.

II. STARTING THE GAME AND THE MENU SCREEN

This "option" will let you view the characteristics of the player you intend to select as an opponent or to represent yourself.

His statistic (reflexes, strength and resistance.) The prizes and money he has won.

(In the upper corners of the screen you will be able to see the nationality of the kickboxer and the trophy currently in his possession.)

"Option" #3 "Name":

This "option" allows you to customize the game even further! In this "option" you can change your name or your opponent's (only in the Pad-vs-Pad mode.) Move the control pad to the "Name option" and press the Start-, A- or B-button. Move the cursor under your boxer's name (on the left of the screen) using the control pad to move to the left and to the right. Use the up and down arrows to change letters or numbers, left and right to switch from one letter or number to another, and press the A- or B-buttons to validate.

In the two player mode the left player will change his name on the left side of the screen and the player who is on the right will change his name on the right side. To modify your name, follow the same instructions as above.

II. STARTING THE GAME AND THE MENU SCREEN

"Option" #9 "Preview":

This "option" will enable you to preview the fighting styles of both you and your opponent. Watch the screen carefully because if you know your opponent's moves, you should be able to decide what moves in the "Select Hits" mode will be the most effective in the ring! (Press the Select-button to escape.)

"Option" #10 "Next":

This "option" allows you to cycle through all of the opponents you'll face in the ring. Here's a tip: If you have already fought someone and won, don't fight 'em again. Advance to the next competitor. Here's how: Press the A-, B- or Select-buttons to cycle through the choices. Let it be known that you cannot fight every boxer immediately. If your ranking is too low you will not be able to fight the top notch kickboxers of the world circuit until your ranking is improved. (Remember that such is also the case if your ranking and attributes are too high.) Keep training and fighting! Patience is a virtue!

"Option" #11 "Training":

This "option" will improve your boxer's ratings. Three different types of training are proposed:

Each boxer has a Strength, Reflex and Resistance capital which is the same for all boxers. This capital is made of

three rubrics that define a boxer's characteristics. The higher one of these rubrics is, the stronger your boxer is. The first time you enter the "Training option," your Reflex, Strength and Resistance percentages will increase dramatically. However, next time you train, your points will not increase as quickly since training will not have such a big effect on your body.

The rubrics rated by percentage are:

Resistance:	The more resistant a boxer is, the tougher it is to knock him down.
Strength:	The stronger a boxer is, the more damage his hits will do.
Reflex:	The more reflexes he has, the better his parry will be.

How to increase you percentages:

Resist:	Resist appears in the grid. To improve your resistance, rapidly press the A- or B-buttons several times to move the gauge and keep it steady.
Strength:	Increase this rubric in the same way you increased your resistance.
Reflex:	Try to kick one of the three targets that extend toward your boxer. Press the up arrow to hit the top one, the down arrow to kick the bottom target, and the left arrow for the middle one. The more targets you kick, the better your Reflex percentage will be.

II. STARTING THE GAME AND THE MENU SCREEN

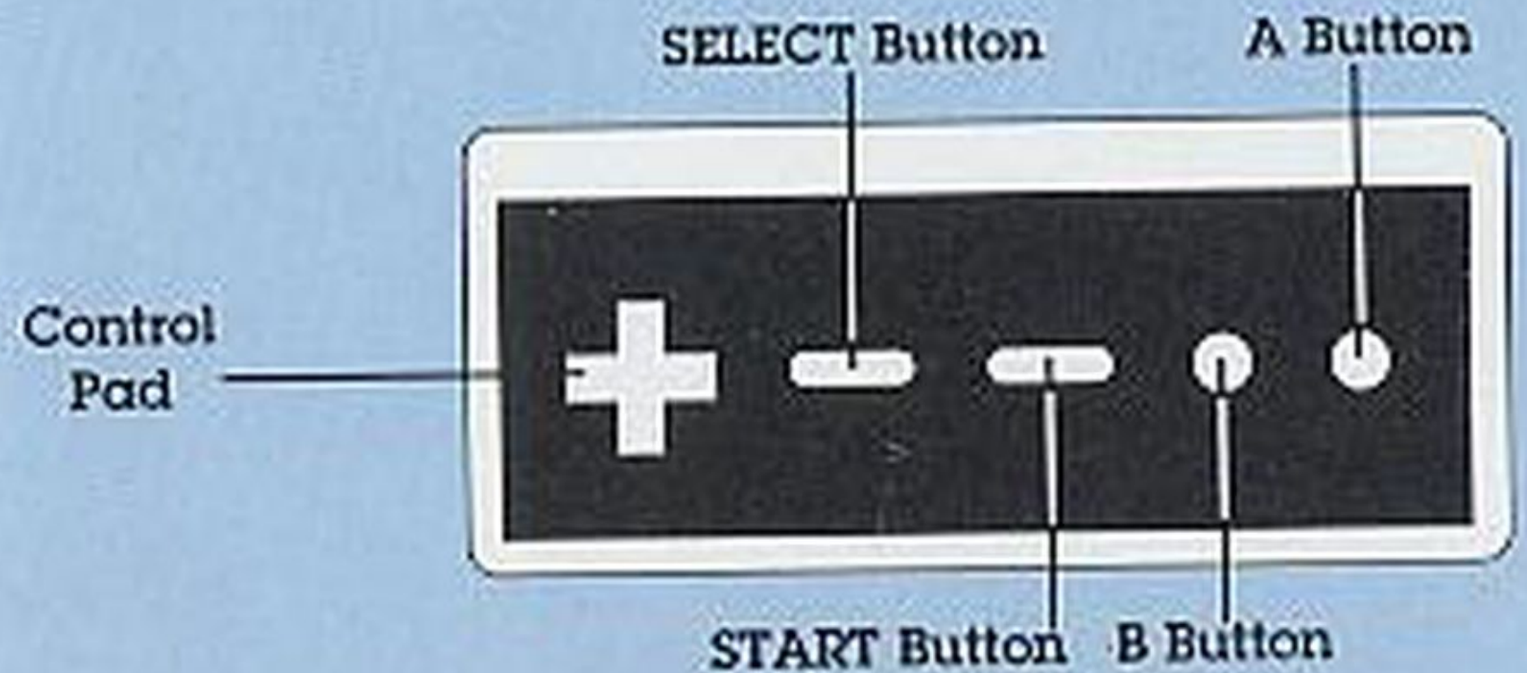
Once the training time is over, you will automatically return to the main menu screen. The Select-button will cancel the current discipline, and the Start-button will activate the pause.

"Option" #12 "Match":

This is it! The moment we have all been waiting for! Move the control pad to the "Match" block and press either the A-, B- or Start-buttons to begin the fight. (More on this will be discussed in Section III of this booklet, dude.)

III. HOW TO PLAY

Now that we have covered all of the "options" of "Best of the Best Championship Karate" let's jump into the basic controller functions:



The control pad: This bad boy will move the boxer around the screen (press it either left or right to advance or retreat, up or down and diagonally to strike.) The control pad will also take you from "option" to "option" on the menu screen and "Select Hits" modes. (The control pad can also be used to cycle through all selections in any given "option."

III. HOW TO PLAY

The Start-button: Pauses and unpauses the game play and enables you to enter all of the "options."

The Select-button: Allows the player to escape from any "option", fight or training sequence. (Select is also used, like the control pad, to cycle through all selections in any given "option."

The Select-button: Allows the player to escape from any "option", fight or training sequence. (Select is also used, like the control pad, to cycle through all selections in any given "option."

A-button: Allows you to enter any "option" desired, and allows the boxer to strike his opponent when pushed in combination with the control pad. Push this button in the "Training option."

B-button: Same Function as A-button above.

IV. THE MATCH

The time has come for you to enter the ring! The name of the game is pound or be pounded!

To start the fight, move the control pad to "Match" and depress the Start-button. After a few seconds the fight begins. As was mentioned in Section II of this booklet, if there is too much difference between the two boxers' levels the fight will be refused!

At this time the beautiful Pom Pom girl will announce the beginning of the fight. (To erase her from the screen press the Select-button at this time.)

Before you now lies the ring. The information board is situated above the ring and consists of a chronometer and two rows of footlights. The chronometer indicates how long you have to fight before the end of the round. Each round lasts one minute. Each footlight strand is located above the corner of each boxer. The row with the brighter lights indicates which boxer is leading the match. (This is a good clue as to

why the brightness of the light strands will vary according to the landed blows during the fight.) There are four projectors on each footlight strand, and each projector has three different intensities of lighting:

Yellow: Maximum lighting which reflects maximum physical shape.

Orange: Medium lighting which reflects medium physical shape.

Black: Null lighting which reflects null physical shape.

(When the four projectors above a boxer's corner are black, it means that the boxer is knocked out and loses the fight.)

Striking a blow:

To strike a blow, just move the control pad in one of the eight available positions. To see the different available positions and the stylish moves that correspond to them, refer to the "Select Hits" mode description in Section II of this booklet.

IV. THE MATCH

Hitting your opponent:

To make sure that your blow hits your opponent, your attacking zone (fists, feet, etc . . .) must touch a non-protected and sensitive part of your opponent (head, torso, thigh.) If you are too close to your opponent, or too far from him, your strike will miss its target.

A circular kick will hit your opponent if he stands in the blow trajectory. For example: if you are behind your opponent (closer to the ropes than he is) and you strike a circular kick (aiming at the back ring) your circular kick will certainly not touch your opponent. On the other hand, if your circular kick is aimed in your opponent's direction (in the front of the ring) the chances are your kick will hit him. For your blow to hit your opponent you must stand in the right position when you begin your attack.

Parry and Dodge:

To parry a blow you must move the control pad in the down position. Depending on your boxer's reflex percentage he will then choose a more or less efficient parrying position. If there is no attack he automatically chooses the parry position.

Blow:

When you strike a blow, some parameters will define its quality:

IV. THE MATCH

The strength of the attacker.

The resistance of the opponent.

The power of the blow.

Part of the body hit by the blow.

All scoring is kept according to these parameters. The variations in the projectors lighting reflects a boxer's vitality. When the projectors of a boxer are off or black, that boxer loses the fight. (It is also possible that after a blow to the head a boxer could fall to the ground and lose some vitality . . . hmmmm!)

Recovery:

This happens automatically at the end of each round. Recovery time is 30 seconds and allows the boxers to regain lost strength/vitality. Recovery is also possible during a fight when there is no attack or when the opponent falls to the ground (eats the canvas.)

Clinch:

When two boxers fight too close to one another sometimes they clinch. The referee must then separate them.

IV. THE MATCH

Half turn:

It may happen that after receiving a blow you find yourself turning around with your back to your opponent. It is essential that you make a half turn in order to go on fighting and not go down with the ship. You have two ways of executing this half turn:

Totally release all control pad buttons which will automatically take a neutral position and turn the boxer to face the opponent.

Secondly, move the Directional control pad in the down position. The half turn will be automatically executed!

Umpiring:

The referee's job is to oversee the match and the behavior of the two fighters. He stops the fight when one of the boxers strikes the same blow in succession. (Varying your blows is one of the essential parts of a quality fight.) When a boxer falls to the ground the referee stops the fight to allow him to get up. If a boxer is knocked out, the referee counts up to eight to give him time to regain consciousness. If the boxer is unable to revive within the required time, the referee counts up to ten and proclaims the other fighter as the winner. (The referee is never actually seen within the ring at any time. All officiating is done through the time clock located above the ring.)

IV. THE MATCH

End of the fight:

At the end of the last round the boxer with the more lit projectors wins the fight. If the loser has one or several trophies the winner gets the smaller of the trophies. If the fight was not easy to win the strength, resistance and reflexes of the winner will be increased. In this fashion the boxer is progressing in the ranking and another title is added to his prize list.

At this time the beautiful Pom Pom girl will show the crowd the prize you just earned. Way to go!!

V. THE KUMATE

Once you have won (?) rounds in the tournament an invitation to the Kumate appears on the screen. You then have the choice to fight against (?) opponents.

Ah, the Kumate! This is a no holds barred battle and there is no referee! Let's rumble!

V. FIGHTING TIPS

All blows don't have the same impact.

Watch out for your distance when you attack.

Vary your blows as much as you can.

If you hit a non-reacting opponent, your boxer will shrug his shoulders, wondering what is going on with his opponent. Shrugging the shoulders indicates a non-motivated boxer which decreases the power of your strike and the reflex percentage during the round.

Don't let yourself get caught in a ring corner, it will keep you from using your techniques.

If two boxers are equal in points at the end of a fight, the winner will be the one who tried the most varied blows. Don't forget it!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.

To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

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